

CAMP CHERRY VALLEY PROGRAM GUIDE

Greater Los Angeles Area Council, Boy Scouts of America

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CAMP CHERRY VALLEY PROGRAM OPPORTUNITIES

Welcome to the Camp Cherry Valley BSA summer program. Along with the great location and staff, Camp Cherry Valley offers outstanding camp programs that emphasize the aims and methods of scouting. The intent of the camp program is to build character, increase citizenship, and develop increased physical, mental, and emotional fitness in all campers. To ensure this the program specializes in building self-reliance, advancing others through service oriented activities, strengthening a Scouts belief in the Scout Oath and Law, incorporating the patrol method in all applicable activities, emphasizing the benefits of being out-of-doors through various skills and activities, encouraging positive adult role modeling for the youth campers, while at the same time increasing self-worth and positive identity, devotion to religious ideals, and strengthening leadership skills. Scouts and leaders will experience a myriad of activities that are fun, challenging, and designed to facilitate personal growth. Merit badge classes, troop time elective activities, and special programs will ensure that everyone in your troop is busy having a great time.

GENERAL OVERVIEW OF THE CAMP PROGRAM

Each day at camp, with the exception of Wednesday which is hike day, the program is divided into three sessions: morning, afternoon, and evening. Morning session consists primarily of campsite inspections, morning messages, and merit badge classes that each Scout signs up for. After lunch the afternoon session is primarily devoted to troop time, which allows Scouts too individually or as a troop participate in whatever program activities they wish. This can consist of taking extra merit badge classes that they have not signed up for during the class time, swimming in the temperate waters of Cherry Cove, shooting rifles, visiting the trading post, hiking, sailing, canoeing, or simply sitting in their campsite working on homework. This time is for the troop to enjoy the camp however they wish. After dinner an evening of activities are provided by the staff that allow Scouts to grow individually and to bond as a unit. The full week-long schedule can be viewed on the "Camp Cherry Valley Week at a Glance" provided at the end of this program guide.

BIKES IN CAMP

Camp Cherry Valley does not have a biking program nor does it allow bikes in camp.

BSA LIFEGUARD

This program is for older Scouts (14 and older) and adult leaders. It will take about 30 hours to complete during the week and will require the person to work on requirements during all three merit badge hours, all day Wednesday, and most of the troop time throughout the week. The candidates will work closely with the waterfront staff throughout the week to learn all aspects of lifeguard skills and waterfront operation. If interested, please contact the waterfront director on Monday morning during swim checks.

It is highly encouraged that at least one adult member in each troop certify. This will allow units to participate in all water activities throughout the year while being covered by the rules and regulations outlined in the *BSA Guide to Safe Scouting*.

Note: There has to be at least 4 participants in the program during the week in order to run the class

CAMPFIRES

Camp Cherry Valley facilitates three different campfires throughout the week. The camp staff will perform an opening and closing campfire for the campers. The Wednesday night commissioner campfire allows each troop to participate along with the staff. Please come to camp ready to perform run-ons, skits, songs, and cheers as a troop. Your troop friends will be ready to help you, if need be. Please keep all performances scouting appropriate.

CAMPER TOTEM

Each Scout will be given a leather totem. Throughout the week each camper will be recognized for participation in programs. This is done by presenting colored beads for each activity they have participated in. While some beads will be earned through program participation, other beads are elective. As part of our camp Intrusion Policy, the camp asks that each adult camper wear their totem at all times. This allows staff to quickly discern between adult campers and unwanted visitors.

TOTEM BEAD COLOR CHART			
COLOR	ACTIVITY	COLOR	ACTIVITY
RED	Opening Campfire	DARK BLUE	Sea Lab Tour
YELLOW	Scout's Own	SILVER	Mine Tour
WHITE	Service Project	BROWN	KYBO Duty
ORANGE	Troop Friend Nite	PINK	Trash/Recycle Pick-up
BLACK	Hike Day	TURQUOISE	Ocean Adventure
GREEN	Commissioner Games	LIGHT BLUE	Waiter Duty
ROYAL BLUE	Honor Trail	GOLD	Camp Prayer
DARK GREEN	Nature Trail	GRAY	Black Powder
CLEAR SPARKLE	Flag Ceremony	PURPLE	Scoutmaster Round Table

HIKE DAY

Hiking on Catalina Island is a unique experience. The Island boasts spectacular vistas with easy or difficult terrain that makes hiking challenging and enjoyable. Wednesday is hike day for Cherry Valley campers. Each troop selects one of several locations and spends the day hiking with experienced Camp friends. The hikes offered differ in difficulty, length, and terrain, so be sure to work with your Senior Patrol Leader and troop to select a hike that works for everyone. Each scout will be given a lunch to pack on the trail, with a sandwich option of turkey and cheese, ham and cheese, or peanut butter and jelly. Program areas will be closed all day. However, the trading post and the rifle range will open at 3:30 the afternoon. Pack inspections will be done by staff and leaders to ensure that every scout has the proper equipment for their hike. Please keep in mind that Safe Swim Defense and Safety Afloat policies will be enforced at all hike day destinations.

Silver Peak

This is a 17-mile hike to the highest peak on the West End of Catalina Island which reaches an altitude of 1804 ft. The hike takes the better part of the day, even for the physically fit. Hats, canteens, proper hiking shoes and sunscreen are necessary equipment and must be brought to camp by the hikers. This hike requires training prior to arrival at camp; it is NOT for scouts NOR adults who do not regularly hike or are not in hiking condition. Troop friends will inspect packs, shoes, footwear and water supply prior to departure from camp. The hike to Silver Peak offers many scenic vistas of the west end sights that most tourists do not see. This includes fabled Iron Bound Bay, the impressive Eagle Rock, and Land's End. Scouts participating in the ACE program for the week will use Silver Peak as their ACE hike.

Shark Harbor

This 16-mile hike is a challenging but highly rewarding hike. Starting early in the morning, hikers walk into Two Harbors, then follow the Banning Trail road up 1200' to the ridgeline. They then follow the ridgeline traveling southeast until they reach Little Harbor. On clear days hikers may see San Clemente Island on the way. Once to Little Harbor, it's a short distance to neighboring Shark Harbor, where the swells from the

open ocean will greet them. Various water toys (boogie boards, skim boards, etc.), may be available for play once they arrive. After lunch and water time, hikers will travel back to camp by the main road, through the interior of Catalina Island. It is not uncommon for Shark Harbor hikers to come across Catalina's famous bison. Those who go on the ACE overnighiter will do this hike. Adults or scouts over 14 wishing to join the ACE overnighiter hike may do so, even if they are not participating in the rest of the ACE program. Proper adult leadership is expected to be with the rest of the troop. Although not as physically demanding as the Silver Peak hike, it is required that all hikers be in hiking shape, with the proper hiking attire and gear (hat, broken in hiking shoes, canteen, etc.).

***Emerald Bay**

A moderately flat 6-mile hike round trip. This adventure allows the scouts to combine an ocean war canoe adventure with a hike along the scenic West End coast hills. Troops will be assigned on Tuesday evening by their commissioner to hike to the beach and then take a war canoe back to camp OR to war canoe to the beach and hike back. The canoes do not have seats. All Scouts and adult leaders will be on their knees or in the bottom of the canoe paddling. The paddle takes approximately 30-45 mins. Campers should take their swimming gear, dry hiking boots, and water shoes. Plan to enjoy the beautiful beach and waters of Emerald Bay. We do recommend bringing your snorkeling gear. This is a great hike for first year scouts or those looking to enjoy a day in the water and relaxation on the beach. Goats Whiskers Loop may be added if a more difficult hike is preferred.

***Parson's Landing**

An approximate 8-mile round trip hike along the scenic West End coast hills, to one of the more popular West End beaches on the island. Campers should take their swimming gear, dry hiking boots, and water shoes. Plan to enjoy the sandy beach and waters of Parson's Landing. Goats Whiskers Loop may be added if a more difficult hike if a more difficult hike is preferred.

Little Fisherman's

An approximate five mile round trip hike up the Goat Whisker trail and down into Catalina Harbor. From Catalina Harbor, you will hike past the town of Two Harbors to Little Fisherman's Beach. Bring your snorkel gear and experience sea life that the Pacific Ocean has to offer. Bring Frisbees or footballs for a fun day in and out of the water on the beach. Then change back into your hiking clothes for the short 2-mile hike back to camp.

***Goat Whisker's Loop Alternative**

This hike adds approximately 2-miles round trip to either the Emerald Bay hike or the Parson's Landing hike. Campers will begin their hike day by summiting the peak that overlooks Cherry Cove. At an altitude of 1224 feet, enjoy scenic views of Isthmus Harbor, Cat Harbor, as well as stunning views of the windward side of the island. Continue down the fire break road until you meet the west end road and enjoy the remainder of your hike through the canyons of the West End.

HONOR RIBBONS

Each troop will have the opportunity to earn the Camp Cherry Valley Honor Award as they participate and progress in the program during the week. This award honors those units who are proactive in promoting the values of Scouting through their service to others and the camp. This is not a competition between troops, but rather a goal to work toward while simultaneously building troop unity and facilitating personal development. Scouts, under the direction and encouragement of their adult leaders and the camp staff, will strive for success. Ribbons will be presented to each unit at the closing campfire so that deserving troops may be recognized in front of the camp.

LEADERSHIP TRAINING

Roundtables will be held for Scoutmasters and adult leaders on Monday, Tuesday, Thursday, and Friday. These meetings are designed to keep you informed about the daily program while simultaneously infusing leadership concepts into your experience at camp. They are also a great time during which questions can be asked and answered. We highly encourage that **at least** one adult leader from every troop attends the daily roundtable so that they can relay the appropriate information to their troop.

Camp Cherry Valley also offers the following adult training opportunities:

- A. Safe Swim Defense - will be taught at the campfire bowl on Tuesday at 9:30 am.
- B. Safety Afloat - will be taught at the campfire bowl on Tuesday at 9:30 am.
- C. BSA Lifeguard - the class will begin on Monday after swim checks. It will take about thirty hours to complete during the week and will require the person to work on requirements during all three merit badge hours, all day Wednesday, and most of the free-time throughout the week. There must be at least four participants enrolled to run the class for the week.
- D. Fundamentals of Scouting-The purpose of this course is to introduce experienced Scouters and Scouts to the skills needed to provide effective training. Time and place will be announced at camp.
- E. Introduction to Outdoor Leader Skills (IOLS) - This hands-on program gives adult leaders the practical outdoor skills they need to lead Scouts in the out-of-doors. Time and place will be announced at camp.

MILE SWIM

This is an individual activity that will require a buddy who will need another to supervise and count laps. The BSA Mile Swim Award is a progressive award. Scouts or adult leaders can earn the BSA Mile Swim. To do so they must pass the swim check and swim the $\frac{1}{4}$ mile on Tuesday, $\frac{1}{2}$ mile on Thursday, and full mile on Friday during the week at camp. Campers can complete these swims during afternoon troop free-time on Tuesday, Thursday and Friday. Swimmers wishing to complete the BSA Mile Swim Award are encouraged to meet with the Waterfront Director at the beginning of troop time on Tuesday to get started.

NATURE AREA AND TRAIL

Camp Cherry Valley offers many opportunities to discover and learn about the environment and the unique ecology of Catalina Island. Take in the diverse terrain and abundance of wildlife in their natural habitat. Nature trail tours are offered during the troop time which are given by our nature staff.

ORDER OF THE ARROW

Camp Cherry Valley emphasizes the promotion of the Order of the Arrow (OA). This is done through an ice-cream social for all current members of the OA Monday at 9:30 pm in the Dining Hall. Please bring either your sash or lodge flap to show membership. The OA is also emphasized and promoted on the ACE overnight campout at Shark Harbor.

OUTDOOR ETHICS

Along with providing Tenderfoot, Second Class and First Class advancement opportunities the Trail to First Class program will also teach Outdoor Ethics Training. All Monday classes will spend a portion of time teaching the Seven Principles of Leave No Trace and conducting several activities that emphasize understanding the Outdoor Code.

SENIOR PATROL LEADER ROUNDTABLE

Roundtables will be held for the SPL's at 1:30 PM everyday but Wednesday in the Camp Cherry Valley Chapel. These meetings, under the leadership of the



commissioners, are designed to keep the SPL's informed about the daily schedule while giving them additional tools needed to be better leaders of their troop.

SHOOTING RANGES

Rifle and archery ranges are available for use by all campers who have a signed parental release form. All participants must participate in a safety orientation from the range instructor prior to using any of the shooting sports equipment. All ammunition and arrows are provided at the range. All .22 ammunition is provided for free at Camp Cherry Valley. Scouts taking archery must purchase an arrow pen kit that is sold at the trading post in order to qualify for the merit badge.

SPECIAL OPPORTUNITIES

The following are special opportunities for boys to improve their skills and serve others. To have a chance to earn special recognition in these fields you must meet the requirements written next to the award. Those who participate and complete the requirements will be recognized at the end of camp and be eligible to purchase the patch or carry the card that correlates with the award.

- **Firem'n Chit:** Taught in the Handicraft or Trail to First Class area during the free-time and is available to all adults and boys.
- **Totin' Chip:** Taught in the Handicraft or Trail to First Class area during the free-time and is available to all adults and boys. Scouts must have this certification before they can handle knives at camp.
- **BSA Lifeguard:** See BSA Lifeguard requirements above.
- **Mile Swim BSA:** Available to all Scouts & Adult Leaders. See Mile Swim requirements above.
- **Snorkeling BSA:** Taught by the ACE program and is available to all adults or boys 14 years or older

SWIMMING

Camp Cherry Valley has the most premiere swimming areas on the entire West Coast! The Waterfront is operated in strict accordance with BSA policies and is used for general swims during troop time, merit badge classes, and rank advancement instruction. If you have scouts that are beginners or non-swimmers, they will have the opportunity during troop time to work with our waterfront staff to pass their swim test. It is the goal of the camp director and waterfront director for every scout at Camp Cherry Valley to pass their swim check. To pass the BSA Swim Check you must jump feet first into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, scouts rest by floating. Because the waterfront is on the ocean all campers who use any part of the waterfront must swim check. Recent troop swim checks in a pool at another camp are not valid.

TRIBE OF TORQUA

Camp Cherry Valley has its own in-camp honor society known as The Tribe of Torqua. Scouts who meet the rank-appropriate requirements will advance in the Tribe of Torqua and will be given the corresponding arc, which symbolizes their standing in the tribe. Adult leaders can also advance in the tribe as they complete requirements at camp. The Tribe of Torqua round patch can be purchased in the trading post for \$4.50 per patch. The senior patrol leader, under the direction of the Scoutmaster, is ultimately responsible for keeping track of the each Scout's progress. The rank advancement requirements are found at the end of this program guide and forms can be filled in before camp and brought to camp. Scouts and leaders returning to Camp Cherry Valley year after year who participate in the program and fulfill all of the requirements for that rank will advance as follows:

1st year: Brave	3rd year: Medicine Man	5th year: Tribesman	7th year: Elder Tribesman
2nd year: Warrior	4th year: Chief	6th year: Junior Tribesman	

TROOP SERVICE PROJECT

Camp Cherry Valley provides opportunities for your unit to participate in service projects while in camp. This is an important part of the camping experience and helps Scouts feel a sense of ownership in Camp Cherry Valley. The ranger staff will tailor projects to your troop's skill, overall age, and ability level. If you have any ideas about the service project you would like to perform, simply let us know. Tuesday evening—Troop Friend Night—is designed for Scouts to have a chance to work on service projects with their troop friends. This service participation also helps the Scouts advance in the Tribe of Torqua.

TROOP TIME

Every day, except Wednesday, Scouts and their leaders will be able to participate in troop time. This time is designated for Scouts and troops to do what they want to at camp. Leaders who want to organize troop activities can do so at this time. Scouts who wish to go to the waterfront and swim, boat, or sail can do so with a buddy. Scouts can use their time to take a tour of the mine, visit the handicraft area and work on a project, take a sea lab tour, or shoot at the archery or rifle ranges. Scouts can also take additional merit badge classes if they wish.

Troop time is also a good time to complete requirements for partial merit badges which may have been received from the previous year. Depending on the time and requirements that need to be completed, our counselors may be able to assist your Scouts in completing their partial merit badges.

ADVANCEMENT AT CAMP CHERRY VALLEY

Rank advancement is primarily the responsibility of the unit leaders and the unit committee. Camp Cherry Valley can assist unit leadership by providing the finest in instruction and counseling. Although staff instructors and counselors will provide accurate records for information covered and skills accomplished, it is the responsibility of each unit leader to mark rank advancements in each scout's individual record (usually in his handbook). Camp counselors will also sign merit badge cards, but the unit leaders are responsible to ensure proper recording in each Scout's permanent record.

ADVANCEMENT POLICIES

1. All advancement will be in accordance with BSA National Standards.
2. Merit badge counselors must be 18 years of age or older.
3. No substitutions for any requirements are allowed.
4. Blue cards for completed merit badges are provided by Camp Cherry Valley.
5. Those not completing all requirements for a merit badge will be given partial completion slips.
6. Boards of Review may be conducted in camp if adequate adult leadership is available. Appropriate adult representation on the board, however, is the responsibility of each unit's leaders.
7. The Scoutmaster is responsible to prepare, monitor, and verify completion of a Scout's advancement.
8. Completing prerequisites for each merit badge by the Scout is highly encouraged and work done before camp is acceptable.
9. Any Scout receiving a merit badge from Camp Cherry Valley will know the subject matter and will have learned the practical skills associated with the merit badge.

Note: Unit leaders are given an opportunity to review all advancement records before leaving camp and are encouraged to review them at home and give the cards to the unit advancement chairman.

MERIT BADGE CLASSES

The teaching of merit badges at Camp Cherry Valley is an important part of the program. Ensuring that campers receive the highest quality instruction is vital to the integrity of the Scouting program. While at camp Scouts must complete all of the requirements—**no more, no less**—in order to receive the completed

blue card. Scouts who do not complete the merit badge will receive a partial and will be able to complete the merit badge back at home with a local merit badge counselor or Scoutmaster.

Because some of the merit badges offered at Camp Cherry Valley have requirements that cannot be completed at camp it is important for the Scoutmaster to have each Scout work on these before camp. It is suggested that the Scoutmaster look through the merit badge requirements that each Scout is taking and plan on fulfilling those aspects before camp begins. If the Scout has completed the requirement before camp just send him to class with a note indicating that specific requirement has been completed to your satisfaction. This will allow the counselor award credit which will enable the Scout to earn the badge if the remaining requirements are completed at camp.

Merit badges such as environmental science (solitary observation), astronomy (night observations), weather (out-of-class observations), first aid (teaching others), to name a few, will require extra effort on behalf of the Scout. Many of these requirements can be fulfilled at camp with the assistance of the Scoutmaster during the scout's own time. Scouts should also read requirements before coming to camp and begin any such requirements prior to coming if they wish to complete the badges at camp.

Camp Cherry Valley is not a merit badge mill where one pays a fee and gets merit badges automatically. Instead, we offer merit badges as only one part of the overall camp experience. It is recommended that leaders limit their Scouts to three to four merit badges to work on while at camp. This will allow the Scout to participate in other areas of camp that create a well-rounded camp experience. We do not want to see a Scout come to camp and spend the entire week sitting in classes.

Due to BSA policy or because some of the more difficult skill-oriented merit badges require increased strength Camp Cherry Valley has an age limit requirement for a few merit badges. Scouts must be at least 13 years old to take Small Boat Sailing. It is suggested, but not required, that older Scouts take rifle and archery as they require strength usually found in boys 13 years and older.

At Camp Cherry Valley the staff works hard to see that every Scout gets into merit badge classes that he would like to participate in. Additional staff will be added to accommodate merit badge classes as needed. It is wise to look for merit badges that are not normally offered in your hometown and try for those while at camp. Try new things and look for variety. Proper planning between the Scout and their adult leader and parents will be a big help once the Scout arrives at camp.

In order for Scoutmasters to follow the progress of their Scouts throughout the week it is recommended, but not required, that they come to camp with worksheet packets for the merit badge classes they are taking and also it is recommended to have the merit badge pamphlet. In all of the nature and outdoor skills classes the instructors will be requiring Scouts to show knowledge and advancement by having them fill out their workbooks or take notes. In the traditional classes that follow more of a classroom approach these workbooks are great for note taking and placing the learning squarely on the shoulders of the Scout. Please note that we will not just have a Scout fill out the worksheet packet and then sign off the badge. They are used in class so that the Scoutmaster knows what each Scout has done in class that day. It also helps for a greater retention of knowledge in the Scout. Scouts who take traditional nature and outdoor skills classes that require note taking and who do not wish to use the workbooks will be expected to come to class each day with pen and paper to take notes and complete assignments.

DON'T FORGET TO PRINT OUT THE MERIT BADGE WORKBOOKS TO HELP SCOUTS KEEP THEIR WORK IN ORDER AND TO HELP YOU TRACK THEIR MERIT BADGE PROGRESS WHILE AT CAMP CHERRY VALLEY; MAKE SURE TO VISIT THE WEBSITE AT

http://www.meritbadge.org/wiki/index.php/Merit_Badge_Worksheets TO OBTAIN THESE WORKBOOKS. Just in case Scouts do not come to camp with workbooks, they will be sold in the trading post for \$1.50.

Merit Badge Prerequisites, Costs and Descriptions

2016 CAMP CHERRY VALLEY MERIT BADGES			
*OFFERED AT CLASS TIME AND TROOP TIME **CANNOT BE COMPLETED W/OUT PREREQUISITES DONE PRIOR TO COMING TO CAMP #SUGGESTED FOR SCOUTS 13 AND OLDER \$APPROXIMATE A COST FOR A KIT OR MATERIALS TO BE BOUGHT AT CCV TRADING POST @OFFERED ONLY AT CLASS TIME %OFFERED ONLY AT TROOP TIME !COUNTY REGULATIONS PREVENT BEING ABLE TO COOK FISH IN CAMP			
MERIT BADGE	PREREQUISITE/COST	MERIT BADGE	PREREQUISITE/COST
ARCHERY*/\$	\$5.00	ORIENTEERING*/**	7
ART*/**	6	MAMMALS*/**	3
ASTRONOMY*/**	5a-b, 6b, 8	OCEANOGRAPHY@	8
BASKETRY*/\$	\$15.00	PERSONAL FITNESS*/**	1b, 7, 8
BSA LIFEGUARD@		PERSONAL MGMT%/**	1, 2a, 8, 9
CANOEING@		PHOTOGRAPHY*/**	4
CIT IN COMMUNITY%/**	3, 4a-b, 7c, 8	PIONEERING*/**/\$	2a & \$15.00
COMMUNICATION%/**	1, 5, 7, 8	RIFLE SHOOTING@/#	
COMPOSITE MATERIALS%/ \$	\$20.00	ROWING@	
EMERGENCY PREP*/**	1, 6c, 7	SCULPTURE*/\$	\$10.00
ENVIRONMENTAL SCI@/**	6	SIGNS, SIGNALS & CODES*/**	10
FIRST AID@	1, 2d	SMALL BOAT SAILING@	
FISH & WILDLIFE MGMT*/**	2, 5, 7	SPACE EXPLORATION*/\$	\$25.00
FISHING*/**/!	9	SPORTS*/**	4, 5
FORESTRY*/**	2, 5, 7	SURVEYING*/**	8
GEOLOGY*/**	4	SUSTAINABILITY*/**	1, 2, 5a
INDIAN LORE*/\$	\$20.00	SWIMMING@	
INSECT STUDY*/**	5, 10, 13	TRAIL TO FIRST CLASS*	
KAYAKING@		WEATHER*/**	9b, 11
LEATHERWORK*/\$	\$20.00	WILDERNESS SURVIVAL*	
LIFESAVING@		WOODCARVING*/\$	\$15.00

TROOP TIME MERIT BADGE CLASSES

Scouts who want to take an extra merit badge or two can if he desires. There is no pre-registration for any troop time merit badge class. All he has to do is pick a merit badge taught on that day, show up at the designated location indicated, and work on the merit badge from 2-5 pm. The counselor's goal is to get as much of the merit badge as possible completed in the three hours provided. Some merit badges will be completed in the allotted time, however some will not, it just depends on the amount and depth of the requirements. Scouts who complete the requirements in the three hours will earn the blue card. Scouts who do not complete the badge will receive a partial blue card and will need to finish it under the direction of their Scoutmaster once they get home. A roll will be kept by the counselor and blue cards will be turned in on Friday night with all of the other merit badges.

Scouts who decide to take a merit badge during this time are expected to show up on time and stay the entire time in order to receive a blue card. Scouts who show up for a partial length of time, say an hour and then leave the class will be dropped from the roll and no blue card will be issued for them. If a Scout shows up late to class the instructor will not stop the class and go back over what the Scout has missed. The idea is that if a Scout wants to put in the extra time to earn a badge he is expected to commit to the requirements and time commitment to takes to earn the badge. In reality he is choosing to give up what his friends or the troop is doing that day during the troop time in order to earn an extra merit badge.

Below is the troop time merit badge schedule for 2016.

<u>TUESDAY</u>	<u>THURSDAY</u>	<u>FRIDAY</u>
DINING HALL Citizenship in Community	DINING HALL Communication	DINING HALL Personal Management
OLD TRADING POST Astronomy	OLD TRADING POST Forestry Space Exploration	OLD TRADING POST Insect Study Composite Materials
FITNESS AREA/YURT Personal Fitness	MINE Geology	FITNESS AREA/YURT Sports
MINE Surveying	LOWER NATURE Indian Lore	MINE Signs, Codes, & Signals Weather
LOWER NATURE E-Prep	SEA LAB Fish & Wildlife Management	UPPER NATURE Pioneering TTFC-1 st Class
SEA LAB Fishing	UPPER NATURE Wilderness Survival TTFC-2 nd Class	FRONT OF DINING HALL Mammals
UPPER NATURE Orienteering TTFC-Tenderfoot	HANDICRAFT Leatherwork Sculpture	HANDICRAFT Photography Basketry
HANDICRAFT Art Woodworking	FRONT OF DINING HALL Sustainability	

EXPLANATION OF PROGRAM OFFERINGS

ADVANCED CAMPER EXPERIENCE (ACE)

During each summer camp session, CCV offers a program geared toward the 14+ year old camper. The Advance Camper Experience (ACE) Program gives older Scouts and adults an opportunity to meet others their own age, participate in high adventure activities, and experience activities they may have never done before. These scouts will stay in their troop campsites, eat, and participate in most troop program activities and all camp wide activities. The ACE program can be taken in place of merit badge classes or can be taken with merit badge classes. Those campers who participate in every ACE activity will receive a special recognition at the end of the camping week. Scouts and Adult Leaders can earn the BSA Snorkel Award by participating in the ACE morning program activities.

Please note that on Tuesday afternoon the ACE will be having two activities. Those who want to go on the Shark Harbor hike and overnighiter will be leaving directly after lunch. Participate in this activity please be prepared to hike 16 miles round trip and camp out on the beach at Shark Harbor. The ACE program will solicit sign-ups for this activity on the Monday of camp. Those ACE participants who do not want to go on the overnighiter will taking out the Hobie Cat and paddle boards for their afternoon activity and hiking to Silver Peak on hike day.

Below is the ACE schedule of activities for 2016.

Camp Cherry Valley ACE Week at a Glance					
*Adults and Scouts interested in participating in the ACE Overnight at Shark Harbor must sign up in the program office by Monday at 9 pm.					
	Monday	Tuesday	Wednesday	Thursday	Friday
9:30 AM	Swim Checks w/troop	Kayak and Snorkel at Ship Rock	Silver Peak Hike *Leaving at 6:30 am	Kayak and Snorkel at Blue Caverns	Wrigley Marine Science Center Tour
2:00 PM	Introduction to Snorkeling	Catamaran Sailing & Paddle boarding	OA Activities at Shark Harbor and Hike back to CCV *Will return by Dinner	Catamaran Sailing & Paddle Boarding	Catamaran Sailing & Paddle Boarding
		ACE Overnight (OA) Hike to Shark Harbor		Black Powder Shooting	Pirate's Cove Snorkel

BOATING PROGRAM

Cherry Valley provides canoes, rowboats, and ocean kayaks for Scouts and leaders to enjoy. These are available for use during troop time sessions on Tuesday, Thursday and Friday afternoons. This is a great opportunity for Scouts and leaders to practice their boating skills or just have fun. Certified swimmers may use the canoes, rowboats and kayaks. Everyone must use a PFD. An orientation and demonstration of ability is required to use equipment. Please remember that all persons boating on the water are responsible for their actions and care must be taken around the anchored yachts in Cherry Cove.

FISHING PROGRAM

Camp Cherry Valley is a great place to fish the clear waters of the San Pedro Channel. We practice the catch and release method of fishing and require Scouts to do so also. CCV does not have facilities to clean and prepare fish for eating and Los Angeles County prohibits us from cooking game fish in our kitchen. Anyone wishing to fish, and who is 16 years or older, will need to have a current California fishing license. We are able to issue poles and tackle on a limited basis. In order to have a successful fishing adventure at camp, it is advised that you bring your own equipment. We also require that you use barbless hooks for easy release of the fish that you catch. Artificial tackle and bait will be sold in the trading post.

HANDICRAFT PROGRAM

The handicraft program is available to any camper who wishes to use it during the troop time. It is a great place for Scouts who are in their first year of Scouting. Most activities have a material cost before the camper can complete the activity. While handicraft classes are taught during the class time they are also taught during the troop time. See the troop time merit badge schedule for days and times the classes are taught.

SAILING PROGRAM

Sailing at Camp Cherry Valley is one of the hallmarks of the camp! We encourage all Scouts 13 years old or older who wish to sign up for the Small Boat Sailing merit badge to do so. We have experienced instructors who will work with the Scouts to fulfill the requirements outlined by the BSA. It is recommended, but not required, that Scouts have experience with canoeing or rowing prior to enrolling in the course. This class is very challenging and requires a good amount of strength and maturity; therefore, it is recommended that only scouts who are physically and mentally able to participate do so. The Sailing merit badge will take up two merit badge class times and potentially a significant amount of free-time, so plan accordingly. Remember, when signing a Scout up for this class only sign him up for one other merit badge class.

CCV also offers sailing opportunities in a Lido sailboat each afternoon. Any Scout or adult who wants a ride just needs to come down to the lighthouse and request a ride a waterfront staff member will direct them in the right direction.

SHOOTING PROGRAM

Camp Cherry Valley provides Scouts and adults an opportunity to shot rifle, black powder, and archery both during the class time and troop time. In order for any camper to use the ranges they must come to the range with their totem. On the back of the totem the instructor will make marks that will let him know if the camper has had the shooting orientation. Black powder will be available to all campers 14 years and older on Thursday.

SNORKELING PROGRAM

Snorkeling at Camp Cherry Valley is world class and the sea life and water is amazing! Under the watchful eyes of our Lifeguards explore the depths of some of the greatest kelp forests Catalina has to offer. Bring your own snorkel and mask if you wish, but we have plenty for everybody. We encourage every camper who attends CCV to take advantage of this activity. Scouts and adults have three ways that they can snorkel in Cherry Cove.

Eagle's Nest-Participate in a guided snorkel to Eagle's Nest during the troop time on Tuesday, Thursday or Friday. Specific explanation of how the activity works and sign-ups will take place during the Monday adult leader roundtable.

Pirate's Cove- In order to enjoy this great experience Scoutmaster's will sign-up their troop for a time during the troop time on Tuesday, Thursday, or Friday. The short walk to Pirate's Cove will provide a one hour snorkeling experience the Scouts will never forget. Specific explanation of how the activity works and sign-ups will take place during the Monday adult leader roundtable.

Cherry Cove Swim Area-This less adventurous snorkel is done right in the swim area of Cherry Cove. Snorkeling in this area is a way to see some sea life while practicing the fundamentals of snorkeling and getting familiar with the technique. In order to do this any Scout or adult can come down with a buddy to the waterfront during the troop time and check out fins, snorkel and mask and have fun.

TRAIL TO FIRST CLASS PROGRAM

The Trail to First Class program is for all Scouts needing to pass off rank advancement requirements for Tenderfoot, Second Class and First Class. Camp Cherry Valley offers a merit badge period for teaching the skills required in each rank. If a Scout wants to work on all three ranks at once he will have to take each of the merit badge periods or classes during the troop time. We suggest that new Scouts who are focusing on rank advancement take at least one class, as they will meet every day, except Wed, to work on requirements. For Scouts who have only a few requirements to pass off, it is suggested that they do not sign up for a class, but rather work on their requirements during the troop time. If the Scouts do take all three periods they will still have time during free time to earn other merit badges.

Please note that Scouts who come to camp as Tenderfoots will not be First Class by the end of the week, but if they attend class every day and work hard during the troop time they will complete many of the requirements needed for advancement.

Included in this program guide is the form the counselor will use to mark what the Scout has passed off during the week. This will be returned to the Scoutmaster at check-out on Saturday morning. Once at home, the Scoutmaster can sign the Scouts merit badge book according to what has been signed off on the sheet. Below are the requirements that will be covered during the specific days of the week at Camp Cherry Valley.

2016 CAMP CHERRY VALLEY TRAIL TO FIRST CLASS SCHEDULE					
MB PERIOD	RANK	MONDAY	TUESDAY	THURSDAY	FRIDAY
1	TENDERFOOT	6-display, raise & fold flag; 7-Scout Oath, Motto & Slogan; Understanding the Outdoor Code	4a-demo how to whip and fuse rope; 4b-tie half hitch and taut line hitch; 5-review hiking rules	11-poisonous plants; 12a Heimlich; 12b-elementary First Aid	Swim
2	SECOND CLASS	1a-compass skills and orient a map; 1b-5 mile orienteering course; Understanding the Outdoor Code	2c-knife, axe, and saw care; 2d-tools for making kindling, fuel for cooking fire; 2e-cooking fire and lightweight stoves; 2f-lighting fire & stove	6a-hurry cases; 6b-personal 1st aid kit; 6c-intermediate 1st aid	7a-safe swim; 7b-swim check; 7c-rescue methods, reaching and throwing
3	FIRST CLASS	1-Find direction w/out compass during daylight; 1-1 mile orienteering course requiring measuring; 6-ten native plants; Understanding Outdoor Code	7a-lashing; 7b-timber hitch, clove hitch, square knot, shear, diagonal lashing poles; 7c-camp gadget; 8a-bowline and uses	8b-1st aid and bandages; 8c-transport moves; 8d-5 common signs of heart attack and CPR steps	9a-safe trip afloat; 9b-swim check; 9c-tender and rescuer

TRAIL TO EAGLE PROGRAM

The Trail to Eagle program is for all Scouts needing to earn merit badges required to reach the rank of Eagle Scout. Each year Camp Cherry Valley will offer three Eagle required merit badges. Trail to Eagle is offered as an alternative to troop time on the day the class is offered. If the Scout wants to work on all three Eagle merit badges offered this summer he will have to spend his troop time in class working, forfeiting personal free time and any troop activities planned during that time period. It is suggested that older Scouts take these classes. Each class will move at a faster pace than standard merit badge classes, however all requirements that can be taught no more no less. Scouts do not have to earn or attend all three merit badge classes to be involved in Trail to Eagle. If they have already earned one of the badges offered they will be free to enjoy their troop time until the day that class they want to take is taught. Scouts do not have to pre-register for these classes. All they need to do is show up in the dining hall at 2 pm on the day the class they want to take is being offered.

The Trail to Eagle merit badge classes will focus on requirements that can be completed at camp. Many of the requirements for these badges cannot be taught at camp as they require things that the Scout must do on his own. Please know that the counselor will only pass off prerequisites Scouts have completed if they come to class with a note from the Scoutmaster indicating their completion to his level of expectation. Scouts who come to camp without having the prerequisites completed will not earn the merit badge. They

will, however, go home with a signed blue card that only needs to be dated by their Scoutmaster upon completion of the missing personal requirements. In 2016 Citizenship in the Community will be taught on Tuesday, Communications on Thursday, and Personal Management on Friday.

ATTACHMENTS

1. 2016 CCV Merit Badge Schedule-The dark areas on the schedule means that the class is NOT available that period. This is provided to Scoutmasters so that they can know better if the classes their Scouts want to take will work schedule wise during the class time.
2. 2016 Merit Badge Sign-up Sheet- Please put an X in the three classes that each Scout in your troop wants to take. Please do **NOT** mark a 1, 2, or 3 in the boxes of the class they want to take. What many Scoutmasters want to do is use the provided merit badge class schedule to make their Scouts' schedule. **Please do not do this.** What will happen is for example archery will have 45 boys in first period, 7 in second period and 10 in third period. Large classes will not be beneficial to the Scouts nor the instructors. You will turn this into your camp commissioner at Monday morning's campsite inspection. The commissioners will gather on Monday morning during the troop time and assign each Scout a period for the classes they want to take. The sign-up sheet will then be returned to you at lunch on Monday in time to let the Scouts in your troop know their schedule for the week. The commissioners will assign class periods Monday morning in a way that will even out the class loads. Every attempt will be made to make sure three or four Scouts from each troop are in a class together to assure that they see a familiar face. Please make sure that once a Scout chooses and is assigned to a merit badge period he sticks with it. Many times Scouts will sign-up for one class but then skip it to be with a friend or simply change his mind. This makes the class sizes very uneven and hard on the instructor, which in turn makes it less productive for the Scouts.
3. TTFC Sign-up Sheet-This is a copy of the sheet that will be used by the TTFC instructors to mark which requirements your Scouts completed during the week. It will be provided by the camp so no need to make copies and bring to camp. This completed sheet will be put in your camp mailbox for you to have on Saturday morning.
4. Tribe of Torqua Requirement Sheet-These sheets will need to be brought with you to camp and used by your SPL throughout the week to track the advancement of each Scout. This will let you know if each Scout has completed the requirement so that he can earn his degree at the Tribe of Torqua ceremony on Friday.
5. CCV Week at a Glance-This is the schedule the camp will be following this summer. We will have extra copies for your leaders at camp. The first week at a glance is for weeks where the camp runs only one meal shift and the second one is for those weeks when two meal shifts are run. The size of the camp attendance that we determines whether one or two meal shifts are run.
6. Map of Camp Cherry Valley-These will be made available at camp for you to pass out and use.
7. Troop Honor Ribbon Scoresheet-This will allow the SPL to keep track of the troop's progress towards earning the Camp Cherry Valley Honor Ribbon. This needs to be turned into your commissioner on Friday at dinner.
8. Hike/Float Plan-These hike/float plans will be explained in more detail in roundtable once at camp. However, they are used by the camp administration to get lunch and sandwich counts and know the destination of each hiking group on hike day. Just remember that troops with enough leadership can split the troop and go to two different hiking destinations. Units that send Scouts on ACE will not need to provide adult leadership.

CAMP CHERRY VALLEY MERIT BADGE SCHEDULE

		Period 1	Period 2	Period 3
OUTDOORSKILLS	Archery			
	Emergency Prep			
	First Aid			
	Fishing			
	Indian Lore			
	Orienteering			
	Personal Fitness			
	Pioneering			
	Rifle Shooting			
	Signs, Signals & Codes			
	Sports			
	Surveying			
	Wilderness Survival			
HANDICRAFT	Art			
	Basketry			
	Leather			
	Photography			
	Sculpture			
	Woodcarving			
TTFC	Tenderfoot			
	Second Class			
	First Class			
AQUATICS	BSA Lifeguard	3 Merit Badge Periods		
	Canoeing			
	Kayaking			
	Lifesaving			
	Rowing			
	Small Boat Sailing		2 Merit Badge Periods	
	Swimming			
NATURE	Astronomy			
	Environmental Science			
	Fishing & Wildlife Management			
	Forestry			
	Geology			
	Indian Lore			
	Insect Study			
	Mammals			
	Oceanography			
	Space Exploration			
	Sustainability			
	Weather			

Camp Cherry Velley TRAIL TO FIRST CLASS Sign off Sheet

Name: _____

Troop: _____

TENDERFOOT:

- 6 display, raise, lower, fold flag_____
- 7 scout oath, motto, slogan_____
- 4a demonstrate to whip and fuse the ends of a rope_____
- 4b half hitches, taunt line hitch_____
- 5 hiking rules_____
- 11 poisonous plants, treat_____
- 12a Heimlich_____
- 12b elementary first aid_____

2ND CLASS:

- 1a compass, orient a map_____
- 1b 5 mile orienteering course_____
- 2c proper care and use of knife, saw, ax _____
- 2d use tools to make tinder, kindling, fuel for cooking fire_____
- 2e appropriate to use a cooking fire and lightweight stove_____
- 2f demonstrate how to light a fire and lightweight stove_____
- 6a hurry cases_____
- 6b personal first aid kit_____
- 6c intermediate first aid_____
- 7a safe swim_____
- 7b swim check_____
- 7c rescue methods - reaching/throwing_____

1ST CLASS:

- 1 Find directions without compass during day/night_____
- 2 1 mile orienteering course requires measuring_____
- 6 10 kind of native plants_____
- 7a when to use lashing_____
- 7b timber hitch, clove hitch, use in square, shear, diagonal lashing of poles_____
- 7c camp gadget_____
- 8a bowline and uses_____
- 8b first aid bandages_____
- 8c transport moves_____
- 8d 5 common signs of a heart attack/ steps to CPR_____
- 9a safe trip afloat_____
- 9b swim check_____
- 9c tender and rescuer_____

FREE TIME:

- | | | |
|-----------------------|----------------------------------|--------------------|
| 2 ND CLASS | 1b. 5 mile compass course _____ | FIREM'N CHIT _____ |
| 1 ST CLASS | 2. mile hike and measuring _____ | TOTE'N CHIP _____ |

2016 CAMP CHERRY VALLEY WEEK AT A GLANCE 2016						
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
Trading Post Hours Daily 9:00-6:00 PM Wednesday 3:00-7:00 PM Saturday 7:00-9:30 AM	7:00 AM Flag Ceremony & Morning Messages	7:00 AM Flag Ceremony & Morning Messages	7:30 AM Flag Ceremony & Breakfast	7:00 AM Flag Ceremony & Morning Messages	7:00 AM Flag Ceremony & Morning Messages	7:00 AM Flag Ceremony & Breakfast
	7:30 AM Breakfast	7:30 AM Breakfast	Hike Day Lunch on the Trail	7:30 AM Breakfast	7:30 AM Breakfast	8:00 AM Final Campsite Inspections
	8:15 AM Campsite Inspections	8:15 AM Campsite Inspections		8:15 AM Campsite Inspections	8:15 AM Campsite Inspections	8:45 AM Closing Flag Ceremony
9:15-12:00 PM Troop Time & Swim Checks	9:25 AM 1st Merit Badge Session	9:25 AM 1st Merit Badge Session		9:25 AM 1st Merit Badge Session	9:25 AM 1st Merit Badge Session	9:15 AM Hike to Two Harbors
	10:15 AM Adult Leader Roundtable	10:15 AM Adult Leader Roundtable		10:15 AM Adult Leader Roundtable	10:15 AM Adult Leader Roundtable	
12:30 PM Lunch	10:25 AM 2nd Merit Badge Session	10:25 AM 2nd Merit Badge Session		10:25 AM 2nd Merit Badge Session	10:25 AM 2nd Merit Badge Session	10:45 AM Boat Departs to Long Beach
1:30 PM SPL Roundtable @ Chapel	11:25 AM 3rd Merit Badge Session	11:25 AM 3rd Merit Badge Session		11:25 AM 3rd Merit Badge Session	11:25 AM 3rd Merit Badge Session	
2:00 PM 1st Merit Badge Session	12:30 PM Lunch	12:30 PM Lunch		12:30 PM Lunch	12:30 PM Lunch	
1:30 PM Check in at Long Beach	3:00 PM 2nd Merit Badge Session	1:30 PM SPL Roundtable @ Chapel		1:30 PM SPL Roundtable @ Chapel	1:30 PM SPL Roundtable @ Chapel	12:45-1:15 PM Boat Arrives in Long Beach
4:30 PM Arrive at Two Harbors & Hike to CCV	3:15 PM Adult Leader Roundtable	2:00-5:00 PM Troop Time		2:00-5:00 PM Troop Time	2:00-5:00 PM Troop Time	
	4:00 PM 3rd Merit Badge Session					
6:05 PM Starboard Dinner & Port SPL/SM Meeting @ Chapel	5:30 PM Dinner	5:30 PM Dinner	5:30 PM Dinner	5:30 PM Dinner		
6:50 PM Port Dinner & Starboard SPL/SM Meeting @ Chapel	7:00 PM Commissioner Team Building Games	6:30 PM Troop Friend Night & Service Projects	6:45 PM Flag Ceremony & Highland Games	6:45 PM Tribe of Torqua Ceremony		
8:00 PM Scouts Own @ Chapel	8:30 PM Flag Ceremony OA Speech & SPL Tribe of Torqua Ceremony		7:00 PM Flag Ceremony & Commissioner Campfire	8:00 PM Honor Trail	7:30 PM Flag Ceremony & Closing Campfire	
8:30 PM Flag Ceremony & Opening Campfire						

Waiter call is 15 minutes before each meal. Please send one waiter for every troop table.
 Port Watch Kybo duty after breakfast @8:00 AM. Starboard Watch Kybo Duty after dinner @ 6:00 PM

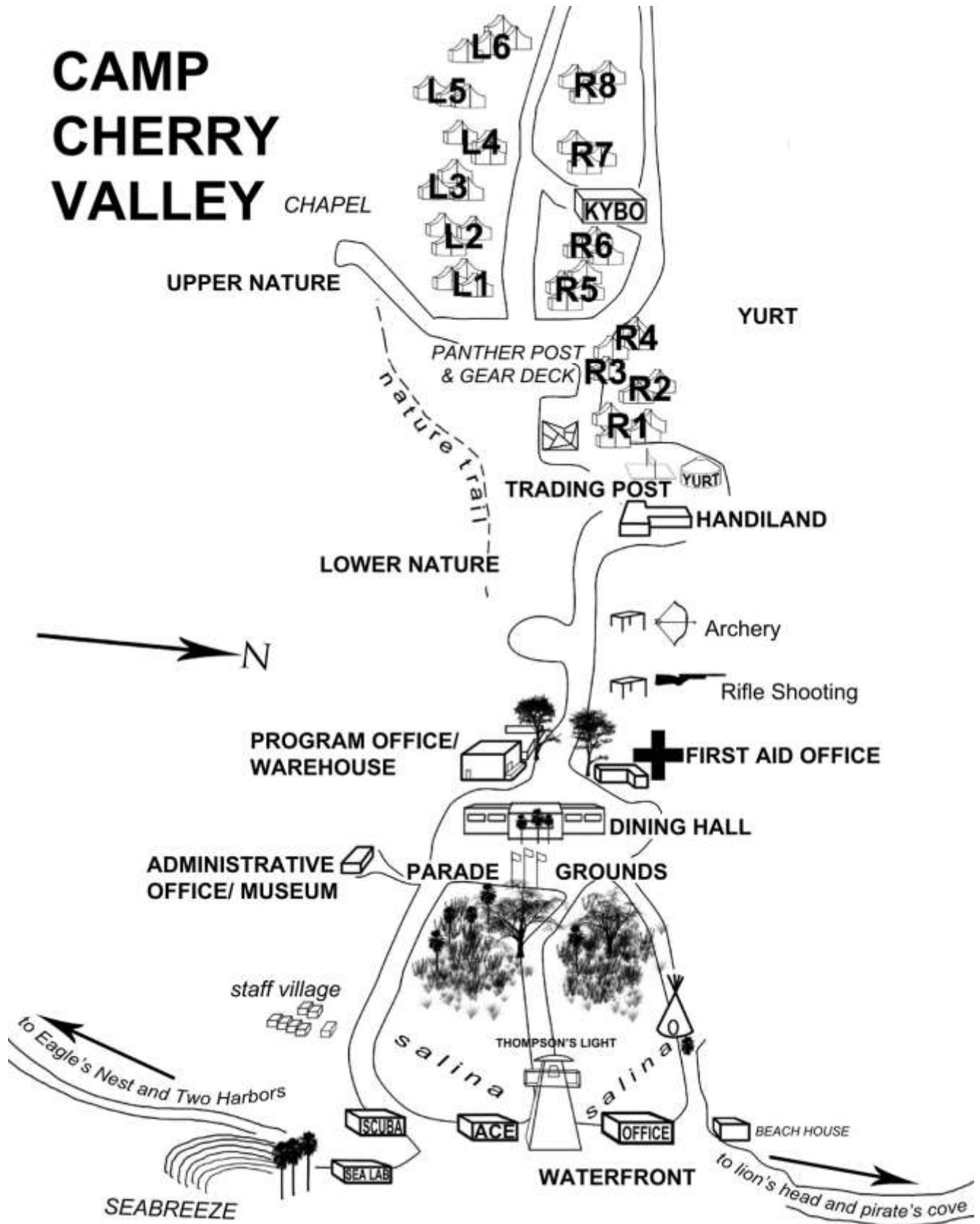
2016 CAMP CHERRY VALLEY WEEK AT A GLANCE 2016

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
Trading Post Hours Daily 9:00-6:00 PM Wednesday 3:00-7:00 PM Saturday 7:00-9:30 AM	7:00 AM Starboard Breakfast & Port Inspection	7:00 AM Starboard Breakfast & Port Inspection	7:00 AM Starboard Breakfast & Flag Ceremony	7:00 AM Starboard Breakfast & Port Inspection	7:00 AM Starboard Breakfast & Port Inspection	7:00 AM Starboard Breakfast & Final Port Inspection
	7:40 AM Port Breakfast & Starboard Inspection	7:40 AM Port Breakfast & Starboard Inspection	7:40 AM Port Breakfast	7:40 AM Port Breakfast & Starboard Inspection	7:40 AM Port Breakfast & Starboard Inspection	7:40 AM Port Breakfast & Final Starboard Inspection
	8:45 AM Flag Ceremony & Morning Messages	8:45 AM Flag Ceremony & Morning Messages	Hike Day Lunch on the Trail	8:45 AM Flag Ceremony & Morning Messages	8:45 AM Flag Ceremony & Morning Messages	8:45 AM Flag Ceremony & Awards Ceremony
	9:15-12:15 PM Troop Time & Swim Checks	9:25 AM 1st Merit Badge Session		9:25 AM 1st Merit Badge Session	9:25 AM 1st Merit Badge Session	9:15 AM Hike to Two Harbors
		10:15 AM Adult Leader Roundtable		10:15 AM Adult Leader Roundtable	10:15 AM Adult Leader Roundtable	
	12:20 PM Starboard Lunch	10:25 AM 2nd Merit Badge Session		10:25 AM 2nd Merit Badge Session	10:25 AM 2nd Merit Badge Session	10:45 AM Boat Departs to Long Beach
	1:00 PM Port Lunch	11:25 AM 3rd Merit Badge Session		11:25 AM 3rd Merit Badge Session	11:25 AM 3rd Merit Badge Session	
	1:30 PM SPL Roundtable @ Chapel	12:20 PM Starboard Lunch		12:20 PM Starboard Lunch	12:20 PM Starboard Lunch	
	2:00 PM 1st Merit Badge Session	1:00 PM Port Lunch		1:00 PM Port Lunch	1:00 PM Port Lunch	
1:30 PM Check in at Long Beach	3:00 PM 2nd Merit Badge Session	1:30 PM SPL Roundtable @ Chapel		1:30 PM SPL Roundtable @ Chapel	1:30 PM SPL Roundtable @ Chapel	12:45-1:15 PM Boat Arrives in Long Beach
4:30 PM Arrive at Two Harbors & Hike to CCV	3:15 PM Adult Leader Roundtable	2:00-5:00 PM Troop Time		2:00-5:00 PM Troop Time	2:00-5:00 PM Troop Time	
	4:00 PM 3rd Merit Badge Session					
6:05 PM Starboard Dinner & Port SPL/SM Meeting @ Chapel	5:15 PM Starboard Dinner	5:15 PM Starboard Dinner	5:15 PM Starboard Dinner	5:15 PM Starboard Dinner	5:15 PM Starboard Dinner	
	5:55 AM Port Dinner	5:55 AM Port Dinner	5:55 AM Port Dinner	5:55 AM Port Dinner	5:55 AM Port Dinner	
6:50 PM Port Dinner & Starboard SPL/SM Meeting @ Chapel	7:00 PM Commissioner Team Building Games	6:30 PM Troop Friend Night & Service Projects		6:45 PM Flag Ceremony & Highland Games	6:45 PM Tribe of Torqua Ceremony	
8:00 PM Scouts Own @ Chapel	8:30 PM Flag Ceremony OA Speech & SPL Tribe of Torqua Ceremony		7:00 PM Flag Ceremony & Commissioner Campfire	8:00 PM Honor Trail	7:30 PM Flag Ceremony & Closing Campfire	
8:30 PM Flag Ceremony & Opening Campfire						

Waiter call is 15 minutes before each meal. Please send one waiter for every troop table.

Port Watch Kybo duty after breakfast @8:00 AM. Starboard Watch Kybo Duty after dinner @ 6:00 PM

CAMP CHERRY VALLEY



CAMP CHERRY VALLEY HONOR TROOP AWARD

REQUIREMENTS:

TO ACHIEVE THE CAMP CHERRY VALLEY HONOR TROOP AWARD TROOP MUST EARN 1000 POINTS

SPL: _____

Troop# _____

TITLE	DESCRIPTION & EQUATION	POINTS	
PROGRAM AWARDS Inspection Score	Add all five Inspection Scores together and subtract 100 points		
	Complete Class-A Uniform for Entire Troop including Adults (0 or 50)		
	Number of days as the highest-scoring troop in your commissioner area. (10 points a day)		
	Program Beads	Average Number of Beads per boy X 5	
	Merit Badges	Average Merit Badges per boy X 30	
Torqua Advancements	Scouts who advanced in the Tribe of Torqua ÷ number of boys X 100		
Rank Advancement	Number of Requirements Completed Toward Rank Advancements ÷ Number of scouts under the rank of First Class X 25		
	Subtotal:		
PROGRAM ACTIVITIES You earn 10 points for each of these activities that your entire troop participates in.	Opening Campfire, Commissioner Games, Inner-Troop Activity Night, Service Project, Flag Ceremony, Hike Day, Commissioner Campfire, Camp Wide Games, Honor Trail, Closing Campfire		
ELECTIVE ACTIVITIES Your troop must participate in at least one of these activities.	Troop organized service project must be approved by Ranger, Troop Shoot, Polar Bear on Thursday Only (0 or 50)		
FIELD SPORTS	Percent of boys in Dime Club X 100 (Using a scope)		
	Percent of boys in Dime Club X 250 (Not using a scope)		
	Percent of boys in the Donut Club		
WATERFRONT	Percent of boys who passed the swim check during week X 100		
	Percent of boys who completed the mile swim X 250		
	Percent of boys who became certified BSA Life Guard X 500		
ACE	Percent of boys who completed the entire Ace Program X 500		
EXTREME ACTIVITIES	Percent of troop who went on a hike more than 10 miles X 200		
ADULT LEADERS	Have at least one adult leader at every Round Table (0 or 50)		
	Have at least one adult leader take Safe Swim Defense/Safety Afloat (0 or 50)		
	Have at least one adult leader complete FOS or IOLS Training (0 or 50)		
	Subtotal:		
	Add both subtotals together to get total points. TOTAL:		

Need Help Understanding the Percents?

Example: **Percent** of troop who went on a hike more than 10 miles X 200

Step 1) 3 divided by 25=.12 **Step 2)** .12 X 200= 24 points

CAMP CHERRY VALLEY HIKE/FLOAT PLAN

Once turned in plans are FINAL and cannot be changed.

Troop # _____ Camp Friend(s): _____

Primary Adult (21+): _____ Commissioner: _____

Secondary Adult (18+): _____ Number in Group: _____

Destination and planned stops: _____

Total # lunches _____ Turkey _____ Ham & Cheese _____ PB&J _____

****All hikers must have TWO sandwiches. Please include troop friends and all members of your group in the count.**

CAMP CHERRY VALLEY HIKE/FLOAT PLAN

Once turned in plans are FINAL and cannot be changed.

Troop # _____ Camp Friend(s): _____

Primary Adult (21+): _____ Commissioner: _____

Secondary Adult (18+): _____ Number in Group: _____

Destination and planned stops: _____

Total # lunches _____ Turkey _____ Ham & Cheese _____ PB&J _____

****All hikers must have TWO sandwiches. Please include troop friends and all members of your group in the count.**